

This listing of claims will replace all prior versions, and listings of claims in the application.

Listing of Claims:

1. (Previously presented) An apparatus comprising:
a client configured to receive and respond to signals based on real-time interactive content received from an interactive provider server over one or more communications channels;
an interactive services user interface for providing said real-time interactive content to a user of said client;
a response user interface for providing information pertinent to said real-time interactive content to the user simultaneously with the real-time interactive content provided via the interactive services user interface;
wherein said response user interface is configured to display said pertinent information according to the preferences of the user stored by said interactive provider server and said interactive services user interface is configured to display said real-time interactive content according to the transmission and reception capabilities of said client.
2. (Previously presented) The apparatus of Claim 1, wherein at least one of said pertinent information is displayed using traffic lights.
3. (Previously presented) The apparatus of Claim 1, wherein said pertinent information includes the time left in a betting window.
4. (Previously presented) The apparatus of Claim 1, wherein visual elements of said response user interface can be altered to color preference.
5. (Canceled).
6. (Previously presented) The apparatus recited in Claim 1, wherein said interactive provider server is a betting service.

7-8. (Canceled).

9. (Previously presented) The apparatus recited in Claim 1, wherein said interactive provider server is a web server on the Internet.

10. (Previously presented) The apparatus recited in Claim 1, wherein the interactive provider server obtains at least some of said real-time interactive content from at least two different sources.

11. (Previously presented) The apparatus recited in Claim 6, wherein said client responses comprise bets.

12. (Previously presented) The apparatus recited in Claim 11, wherein said pertinent information comprises information related to teams upon which the client has made bets.

13. (Previously presented) The apparatus recited in Claim 6, wherein said client responses comprise answers to various questions answered prior to providing said interactive and personalized services.

14. (Previously presented) A method comprising:
providing a communications channel between a server and client device;
storing preferences of a user associated with a client device in said server;
retrieving real-time interactive content from a plurality of sources into said server;
automatically recognizing transmission and reception capabilities of said client;
personalizing said real-time interactive content according to the preferences of said user
and configuring said personalized real-time interactive content according to said transmission
and reception capabilities of said client to be provided to an interactive services user interface of
said client device; generating information pertinent to the real-time interactive content; and
simultaneously transferring said configured real-time interactive content to said
interactive services user interface and said pertinent information to a response user interface of

said client device to provide real-time interactive services to said user through said response user interface and said interactive services user interface of said client device.

15. (Previously presented) A method as recited in claim 14, wherein said interactive content is retrieved and updated automatically in accordance with a timetable.

16. (Previously presented) A method as recited in claim 14, further comprising organizing the retrieved interactive content into a first level database.

17. (Previously presented) A method as recited in claim 16, wherein a set of second level databases are generated according to the preferences of said user.

18. (Previously presented) A method as recited in claim 17, wherein the method provides interactive services to a plurality of users, the first level database is organized and shared among said plurality of users, and a plurality of individual sets of second level databases are generated, said plurality of individual sets of second level databases corresponding respectively to said plurality of users.

19. (Previously presented) A computer-readable medium having computer-executable instructions for instructing computer program to be executed by a client device to perform steps comprising:

- providing one or more communications channels between a server and client device;
- storing preferences of a user associated with said client device in said server;
- retrieving real-time interactive content from a plurality of sources into said server;
- automatically recognizing transmission and reception capabilities of said client;
- personalizing said real-time interactive content according to the preferences of said user and configuring said personalized real-time interactive content according to said transmission and reception capabilities of said client to be provided to an interactive services user interface of said client device;
- generating information pertinent to the real-time interactive content; and

simultaneously transferring said configured real-time interactive content to said interactive services user interface and said pertinent information to a response user interface of said client device to provide real-time interactive services to said user through said response user interface and said interactive services user interface of said client device.

20. (Previously presented) A computer-readable medium computer program as recited in claim 19, wherein said interactive content is retrieved and updated automatically in accordance with a timetable.

21. (Previously presented) A computer-readable medium computer program as recited in claim 19, wherein said interactive content is retrieved and updated automatically in accordance with a timetable.

22. (Previously presented) A computer-readable medium computer program as recited in claim 21, further comprising organizing the retrieved interactive content into a first level database.

23. (Previously presented) A computer-readable medium computer program as recited in claim 22, wherein the method provides interactive services to a plurality of users, the first level database is organized and shared among said plurality of users, and a plurality of individual sets of second level databases are generated, said plurality of individual sets of second level databases corresponding respectively to said plurality of users.

24. (Previously presented) The apparatus according to claim 1, wherein said interactive content comprises betting information.

25. (Previously presented) The apparatus according to claim 24, wherein said pertinent information comprises current information regarding prospective wagers.

26. (Previously presented) The apparatus according to claim 24, wherein said interactive content comprises betting information related to the preferences of said client.

27. (Previously presented) The apparatus according to claim 26, wherein the interactive content comprises betting information related to a sports team of interest to said client.

28. (Previously presented) An interactive services display and response user interface, comprising:

a client connected to receive from an interactive provider server and respond to signals based on real-time interactive content over one or more communications channels received from the interactive provider server; and

an interface page for providing information pertinent to said real-time interactive content to said client;

wherein said page can be configured by said client to display said pertinent information according to the preferences of a user of said client stored by said interactive provider server and the real-time interactive content being tailored to the transmission and reception capabilities of said client, and the interface page displays a live video feed and interactive content comprising betting information related to content in the live video feed.

29. (Previously presented) The apparatus according to claim 24, wherein said pertinent information comprises at least one of current prospective wagers and allowable wagers.

30. (Previously presented) An apparatus comprising:

means for providing one or more communications channels between said apparatus and a client device;

means for storing preferences of a user associated with said client device in said apparatus;

means for retrieving real time interactive content from a plurality of sources into said apparatus;

means for automatically recognizing transmission and reception capabilities of said client;

means for personalizing said real-time interactive content according to the preferences of said user and configuring said personalized real-time interactive content according to said transmission and reception capabilities of said client to be provided to an interactive services user interface of said client device; means for generating information pertinent to the real-time interactive content; and

means for simultaneously transferring said configured real-time interactive content to said interactive services user interface and said pertinent information to a response user interface of said client device to provide real-time interactive services to said user through said response user interface and said interactive services user interface of said client device.

31. (Previously presented) A method comprising:

transmitting an interface page for providing information pertinent to interactive content related to a live video broadcast transmission from an interactive provider server to the client device;

receiving the live video broadcast transmission and the interface page at said client device;

interacting by said interactive provider server and said client device over one or more communications channels based on the information;

configuring, by said client device, said interface page to display said information according to preferences of a user of said client device;

tailoring the interactive content to the transmission and reception capabilities of said client device; and

storing said preferences by said interactive provider server.

32. (Previously presented) The method as recited in claim 31, further comprising retrieving and updating said interactive content automatically in accordance with a timetable.

33. (Previously presented) The method as recited in claim 32, further comprising organizing the retrieved interactive content into a first level database.

34. (Previously presented) The method as recited in claim 33, further comprising generating a set of second level databases according to the preferences of said user.

35. (Previously presented) A method as recited in claim 34, wherein the method provides interactive services to a plurality of users, the first level database is organized and shared among said plurality of users, and a plurality of individual sets of second level databases are generated, said plurality of individual sets of second level databases corresponding respectively to said plurality of users.

36. (Previously presented) An apparatus comprising:
an interface page for providing on a display information pertinent to interactive content relating a live video broadcast transmission received from the interactive provider server; and
a channel interface operatively connected to one or more communications channels for transferring interaction information between the client device and the interactive provider server;
wherein the interface page is configurable by the client device to display said interaction information according to preferences of a user of said client device stored in said interactive provider server, said user interface tailoring the interactive content to the transmission and reception capabilities of said client device.

37. (Previously presented) The apparatus according to claim 36, wherein said interactive content comprises betting information.

38. (Previously presented) The apparatus according to claim 37, wherein said pertinent information comprises current information regarding prospective wagers.

39. (Previously presented) The apparatus according to claim 37, wherein said interactive content comprises betting information related to the preferences of said client.

40. (Previously presented) The apparatus according to claim 39, wherein the interactive content comprises betting information related to a sports team of interest to said client.

41. (Previously presented) A user interface of a client device for providing interactive services comprising:

an interface page for providing on a display information pertinent to interactive content relating a live broadcast transmission received from the interactive provider server; and

a channel interface operatively connected to one or more communications channels for transferring interaction information between the client device and the interactive provider server;

wherein the interface page is configurable by the client device to display said interaction information according to preferences of a user of said client device stored in said interactive provider server, said user interface tailoring the interactive content to the transmission and reception capabilities of said client device, said interactive content comprises betting information, and the interface page displays a live video feed and interactive content comprising betting information related to content in the live video feed.

42. (Previously presented) The interface according to claim 41, wherein said pertinent information comprises at least one of current prospective wagers and allowable wagers.

43. (Previously presented) A device comprising:

an interface component for providing on a display information pertinent to interactive content relating a live video broadcast transmission received from an interactive provider server; and

a channel interface operatively connected to one or more communications channels for transferring interaction information between the client device and the interactive provider server,

wherein the interface component is configurable to display said interaction information according to preferences of a user of the device stored in said interactive provider server, the interface component tailoring the interactive content to the transmission and reception capabilities of said device.

44. (Previously presented) The apparatus of claim 1, wherein said response user interface and said interactive services user interface are rendered via picture-in-picture (PIP) functionality.

45. (New) A method comprising:
providing a communications channel between a server and a first client device;
providing a communications channel between a server and a second client device;
retrieving real-time interactive content from a plurality of sources into said server;
checking first data transmission speed for transmitting data between the server and the first client device;
checking second data transmission speed for transmitting data between the server and the second client device;
configuring said real-time interactive content according to said first and second data transmission speeds to ensure the first and second clients have an adequate window to respond to the real-time interactive content;
generating information pertinent to the real-time interactive content; and
simultaneously transferring said configured real-time interactive content and said pertinent information to said first and second client devices.

46. (New) The method of claim 45, wherein said server provides a betting service and said adequate window to respond to the real-time interactive content comprises a betting window.